sional display screen: a bonus game, a payout table, casino information, game information, game instructions, an advertisement, a movie, an animation an attraction sequence.

29. A gaming apparatus as defined in claim 18, wherein said non-planar, three-dimensional display screen comprises an inner surface and an outer surface, and wherein said non-planar, three-dimensional video image is projected on said inner surface and viewed by said person on said outer surface.

30. A gaming apparatus as defined in claim 18, wherein said non-planar, three-dimensional display screen comprises an inner surface and an outer surface, and wherein said non-planar, three-dimensional video image is projected on said inner surface and viewed by said person on said inner surface.

31. A gaming apparatus as defined in claim 18, wherein said controller further comprises a three-dimensional image controller,

said three-dimensional image controller being programmed to receive said two-dimensional image data;

said three-dimensional image controller being programmed to correct said two-dimensional image data for at least one of the following: image distortion, brightness distortion and color aberrations when said two-dimensional image data is displayed on said non-planar, three-dimensional display screen as a video image; and

said three-dimensional image controller being programmed to cause said corrected two-dimensional image data to be displayed as a non-planar, three-dimensional video image on said non-planar, three-dimensional display screen.

32. A gaming apparatus as defined in claim 18, wherein said controller comprises a three-dimensional image controller, the three-dimensional image controller comprising an image processor and a correction memory operatively coupled to said image processor,

said three-dimensional image controller being programmed to translate one or more pixels of said two-dimensional image data to correct for image distortion;

said three-dimensional image controller being programmed to vary the size of one or more pixels of said two-dimensional image data to correct for image distortion;

said three-dimensional image controller being programmed to adjust the color of one or more pixels of said two-dimensional image data to correct for color aberrations; and

said three-dimensional image controller being programmed to adjust the brightness of one or more pixels of said two-dimensional image data to correct for brightness distortions.

33. A gaming apparatus as defined in claim 18, further comprising one or more controls operatively coupled to said controller, said controls being capable of allowing said person to manipulate said three-dimensional video image.

34. A gaming apparatus as defined in claim 33, wherein said controls comprise at least one of motion-sensitive controls responsive to a person's movements, touch-sensitive controls responsive to said person touching said non-planar, three-dimensional display screen, and controls responsive to said person's eye movements.

35. A gaming apparatus as defined in claim 18,

wherein said controller is programmed to receive three-dimensional image data, said three-dimensional image data comprising at least one of the following: planar three-dimensional image data and non-planar three-dimensional image data,

wherein said controller is programmed to correct for at least one of the following: image distortion, brightness distortion and color aberrations when said three-dimensional image data is displayed on said non-planar, three-dimensional display screen as a video image, and

wherein said controller is programmed to cause a non-planar, three-dimensional video image representing a game to be generated on said display unit from said corrected three-dimensional image data.

36. A gaming system, comprising a plurality of gaming apparatuses as defined in claim 18, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

37. A gaming apparatus, comprising:

a display unit capable of generating non-planar, three-dimensional video images, said display unit comprising a non-planar, three-dimensional display screen capable of displaying said non-planar, three-dimensional video images;

a value input device;

a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to allow a person to make a wager,

said controller being programmed to allow a person to make a payline selection,

said controller being programmed to convert two-dimensional image data into three-dimensional image data;

said controller being programmed to cause a non-planar, three-dimensional video image to be generated on said display unit from said three-dimensional image data, said non-planar, three-dimensional video image comprising a plurality of simulated slot machine reels of a slots game, each of said slot machine reels having a plurality of slot machine symbols,

said controller being programmed to determine a value payout associated with an outcome of said slots game, said controller being programmed to determine said outcome of said slots game based on a configuration of said slot machine symbols.

38. A gaming apparatus as defined in claim 37, wherein said controller is programmed to allow a user to select a number of paylines.

39. A gaming apparatus as defined in claim 37, wherein said non-planar, three-dimensional display comprises the shape of a dome.